

# ANNA ROSENBERG

[www.anr6921.github.io](http://www.anr6921.github.io)

## PROFESSIONAL SKILLS

- Languages: C#, HTML5/CSS, JavaScript
- Developer Tools: Visual Studio, Monogame, Visual Studio Code, Brackets, Unity
- Software: Adobe Photoshop, Illustrator, Maya
- Version Control: Git
- Project Management Tools: Slack, Discord, Trello
- Learning: C++, Node.js

## EXTRA CURRICULAR

- Volunteer at AutismUp
- Appointed Apparel Chair of Alpha Xi Delta (Dec 2016)

## CONTACT

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## EDUCATION

### BACHELOR OF SCIENCE IN GAME DESIGN & DEVELOPMENT

*Rochester Institute of Technology | Expected graduation: 2019*

Dean's list: Spring 2016, Fall 2016, Spring 2017

## WORK EXPERIENCE

### FULL STACK DEVELOPER

*Rochester Institute of Technology | June 2017 - Present*

- Created various JavaScript applications for online courses
- Maintained request form and server using Node.js
- Helped test and develop edX online courses

### TEACHING ASSISTANT

*Rochester Institute of Technology | Aug 2017 - Present*

- Teaching assistant for Web Design and Implementation course
- Helped teach and answer questions about HTML5, CSS, JavaScript, source control, and FTP
- Graded student assignments

### COMPUTER LAB ASSISTANT

*Rochester Institute of Technology | March 2017 - Present*

- Tutor students in various design and development courses
- Run and maintain computer labs

## PROJECTS

### WEB PROJECT

*Spring 2017*

- Initially created as a final project in web development utilizing SVG graphics. I continued working on the site by adding interactive JavaScript elements to pre-existing CSS animations.
- [https://people.rit.edu/anr6921/igme230/230\\_Final/](https://people.rit.edu/anr6921/igme230/230_Final/)

### HELLO, WORLD!

*WiC Hackathon 2017*

- 24 hour Women in Computing Hackathon using C# with Monogame
- Worked as lead Game Designer and Architect
- Won best Teaching Programming Hack and best Open Source Hack